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Dear Colleague:

As many of you know, I have been working on the development of a global justice game the last few years. I am happy to announce that the various scenarios have been tested, some of them several times, and the game is now ready for use. To get the full picture, go to the following website: www.globaljusticegame.mrap.info. All the materials needed to run the game are available from this website

To give you a capsule summary, participants play one or more of seven related scenarios, with each scenario consisting of 10-14 teams. Each scenario is broken up into five phases and takes about 3 to 4 hours to play. A given run of the game can accommodate between 20 and 100 players. The seven scenarios are:

- *** Factory Fire in Fabrikistan
- *** Biopiracy in Plantanoguay
- *** Cancer Alley
- *** Race to the Bottom
- *** Strip-Mining in Banglabush
- *** Selling Green in Fabrikistan
- *** Making a Better World

This game is designed for raising critical consciousness about global justice issues in undergraduate courses that deal with globalization and as a training tool for activists in the global justice movement. Therefore, in the interest of expanding the global commons, I am not charging for using it. I do ask that users send me the participant and coordinator evaluations if they run it and that they report the results on the *community forum* section of the website. This will allow users to compare the outcomes and team scores of their particular run of the game with what is typical.

The website contains highlights of the different scenarios. Passwords are needed to gain access to the Participant's Manual, the Coordinator's manual, the Resource Kit, and other materials for running the game. I am happy to supply these passwords to anyone who plans to use it and to answer any questions you may have.

For those of you who are familiar with my earlier game, SIMSOC, you will find that running the Global Justice Game is much less demanding on the coordinator. However, in some geographical areas there are people who have experience in running the game and may be available to help you. And we will be available to support you

via e-mail and to answer questions that arise while you are in the process of running it.

I invite you to check it out and to give it a try.

Cordially,

Bill Gamson